

Xbox

OFFICIAL MAGAZINE

NOVEMBER 2001 www.planetx.com

FIRST LOOK!
Final Fantasy X

Quake 3X:
Full Blowout Review

Exclusive Metal Gear
Solid 2X Photos

Top 10 Most
Anticipated
Games for the
holidays

HALO


BUNGIE'S OPUS
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See the Screens
Meet the Designers
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welcome to the
revolution

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The Edge

A half step in front of the parade and an inch above the fray puts our editors in the right place to lead the influencers who push societies forward. The language has changed from *Popular Aviation* to *Stereo Review* to *PC Magazine*, but the formula hasn't. In order to be on the edge, editors need to speak the language of the people who are living, eating and breathing the life changing technology of the day.

In video gaming it's bigger than scatological humor. It's investing in the editorial product so our editors have the time, money and resources to know their readers, product and market better than any other magazine they compete with. The tone we strive for in all our game magazines is of a hip, experienced friend who tells you everything you need to know have a cool gaming experience and so you don't get burned. It's simple and it works.

Good Company

2001 Rate Bases	
Electronic Gaming Monthly	> 450,000
Expert Gamer	> 220,000
Official U.S. PlayStation Magazine	> 425,000
Computer Gaming World	> 350,000

PC Magazine	> 1,225,000
Yahoo! Internet Life	> 1,000,000
Family PC	> 1,000,000
Smart Business	> 1,100,000
Expedia Travels	> 250,000

TOTAL PAID 2001 CIRCULATION	> 6,020,000
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Distribution Clout

Ziff Davis Media has over 200 Ziff Davis Media has the largest distribution channel of any special interest publisher with over 80,000 retail outlets. In fact, we account for 48% of game magazine news stand revenue, giving us the clout to put launch the Official Xbox Magazine into all the locations that it needs to make it a success.

Focus on Research

One of the most critical ways to understand and create the best magazine is to fully understand the customer. Ziff Davis Media stands alone in researching core gamers to find out what they want in game platforms, games and game magazines. It's Gaming in America household studies have become the single best instrument that vendors use to understand their market. With the Ziff Davis Media Game Group the X-Box team will have an unbeatable partner in fully understanding their target market.

Local Leaders, World Wide Leadership

Central to Ziff Davis Media's international strategy is to license our U.S. magazines to the leading publishers in every market. That ensures the content and design speaks to the distinctive tastes of the region is serves. Partnering with the local leaders gives us the added advantage of knowing that we will have the heavy hitters in distribution and ad sales for every market we are in. The Official Xbox Magazine would be the beneficiary of this strong and rapidly deployed strategy.



By Joe Funk

official xbox magazine

mission statement

By the hard-core, for the hard-core, **Official Xbox Magazine** features games at the heart and soul of its editorial coverage. By cutting through the hype, **Official Xbox Magazine** keeps it real and delivers no-nonsense reviews, in-depth previews, and relevant news in an informative, entertaining, irreverent, and evolutionary package.

1 games are the stars > the xbox is a video game console first and foremost, and hard-core gamers care most about the games. by featuring games on covers and committing the majority of edit pages each issue to previews and reviews, games will always take center stage on oxbm. playing completely though games will be required to guarantee unparalleled integrity in reviews.

2 dig deeper > as gaming becomes an increasingly immersive experience, oxbm will dig deep to convey ever more granular information to readers. first-rate reporting and journalism will be buttressed by intelligent analysis and enhanced by several ancillary forms of information including infographics, side-bars, call-outs, hot numbers, charts, ratings, and graphs.

3 keep it real > gamers will recognize in a second if we become preachy or arrogant. oxbm will be put out by a bunch of guys who love gaming and are fortunate enough to pass along their expertise to fellow gamers in a professional print magazine. our goal is to simply keep people who bought the system informed in a competent, cool, and useful format.

4 keep readers hooked and humored > in the end, having fun and enjoying this stuff is what this is all about and a dash of competent irreverence will always be an underlying current of oxbm. readers will turn to the magazine for basic information, but will rally around it if they are entertained while being intelligently informed.

5 reach out to the xbox community > an enthusiastic community will build rapidly around the xbox launch. through PlanetX.com we will help readers migrate online where they will find a living, breathing resource bustling with opportunity for interaction. meanwhile, oxbm will endeavor to show owners how to enrich their xbox experience with how-to articles, scoreboards, contests, forums, and other such community-building instruments as user habits evolve.

Demo Disc 02

Five Playable Demos + 5 Non-Playable Demos

3Xtreme



Developer
Publisher
Genre

989 Studios
989 Studios
Racing

Players
Availability
Analog Controller

1-2
April
No



WHAT IS IT? A hell of a lot better looking than 2Xtreme, for one thing. The new all-polys-all-the-time engine brings this extreme gaming festival out of the Stone Age graphically. But then, having read the preview on page 44, you knew that already, didn't you?

WHY IS THE TITLE SPELLED ALL FUNNY? Because extreme gamers break the rules, including the rules of spelling.

OXBAM VIDEO CRITIC SEZ: "While I'm not a big fan of the extreme games (not enough Surge, snowboarding off buildings or cliff diving, I guess), the movie is all game play. Scenes with biking, skating and 'blading give you an idea of the game's variety and what the courses are like. Thumbs up."

Centipede



Players
Availability
Analog Controller

1-2
April
Yes

Developer
Publisher
Genre

Leaping Lizard
Hasbro Int.
Action



WHAT IS IT? Yet another 3D update of a classic arcade game. This one comes with a free-roaming 3D shooter as well as a polygonal presentation of the original.

WHY YOU SHOULD CARE: Well, about a gazillion of you picked up Frogger when it was first released, so the market for updated nostalgia is a thriving one. Why, we're not quite sure.

OXBAM VIDEO CRITIC SEZ: "I still have my doubts about the game itself (the Frogger remake may still be selling well, but the game is a disaster as far as I'm concerned), but the movie here is solid. Some FMV starts things off and a lot of in-game footage shows you what the game will be like, both the classic mode and the new stuff. Thumbs up."

Driver



Players
Availability
Analog Controller

1
July
Yes

Developer
Publisher
Genre

Reflections
GT Interactive
Action



WHAT IS IT? Full-throttle cops-and-robbers car-chase action. Check out the preview on page 42 for more info.

WHY IT'S NOT GRAND THEFT AUTO: This one comes with extremely limited violence (severe car damage is the worst of it) and a slightly (in our opinion, very slightly) less sinister theme: You're actually an undercover cop, only posing as an evil gangster in order to bring down a

crime ring. Seems a little thin, guys, but it just might work.

OXBAM VIDEO CRITIC SEZ: "Man, does this game look sweet. The movie loses points for showing only replays, but the real game engine actually looks identical. Great car-chase action. All that's missing is some wah-wah guitar fun. Thumbs up."

G-Police 2



Players
Availability
Analog Controller

1
May
Yes

Developer
Publisher
Genre

Psychosis
Psychosis
Action



WHAT IS IT? The sequel to Psychosis' excellent but oft-overlooked sci-fi action flight sim.

WHY YOU SHOULD CARE: The original G-Police was a nicely atmospheric game with a great flight engine and a well-developed story; this looks to be every bit as good. Expect lots of nicely rendered cinemas, as well.

OXBAM VIDEO CRITIC SEZ: "The movie is a bit blurry and dark, but there's a lot of action going on and you get a good idea of what the game itself will be like. Big explosions (always a plus), lasers a-flying, and all sorts of futuristic sci-fi vehicles fighting it out in an immense futuristic city. How could you go wrong? Thumbs up."

Gauntlet Legends



Players
Availability
Analog Controller

1-2
Q2 '02
Yes

Developer
Publisher
Genre

Blam!
Midway
Action



LEGEND:

- = Blood Tank
- ▲ = Minigame
- = Statue Head
- = Secret Room



WHAT IS IT? Yet another 3D update of a classic arcade game. Legends adds to the Gauntlet formula huge, complex levels, a character level-up system and lots of power-ups.

BETTER THAN GAUNTLET? Well, we've played the arcade version of Legends, and as far as we can tell, it depends on whether you were a fan of the original. Part of the attraction of the original Gauntlet was its simplicity; fans of the classic might just be put off by Legends' complexity.

OXBAM VIDEO CRITIC SEZ: "As much fun as it is to see the demon play patty-cake with some wizard's body, what the hell does it have to do with the game? I've played the arcade version quite a bit and I still have no idea. Without game footage the FMV doesn't give you any idea of what Legends is about. Color me unimpressed. Thumbs down."

GET A CLUE Use this map to find all the secrets and minigames on this level. The one part that will probably give you the most trouble is the hedge maze—just get in, find the statue there, and get out. Remember to hit the statue heads to open new locations and the secret room, as well as Dracug's gliding power to get all three of the blood tanks.

Non-Playable Demos
Star Wars Episode I: Jedi Power Battles
Tenchu 2
Destruction Derby WDW:
Magical Racing Tour

02 disc



012

cover story

HALO We've seen the future of gaming, and it's beyond bright: stunning graphics, incredible storytelling, ambitious online features, and gameplay that will rewrite the book on what games can do.

25 most wanted games for the xbox

Our editors and readers have spoken. These are the games that they would most like to have in their xbox.

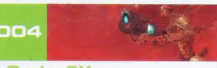
Game publishers take note!



018

previews

004



Quake 3X

Qui depenit minor uno mense vel anno, inter quos referendus erit?

005



Black & White

Veteresne poetas, an quos et praesens et postera respuat aetas?

game directory

- 100 1/4
- 139 4 Wheel Thunder
- 073 18 Wheeler
- 066 Aero Wings 2: Air Strike
- 106 Aladdin in
- Nasira's Revenge
- 110 Alien Resurrection
- 100 All Star Baseball 2002
- 085 Armada 2
- 108 Army Men: Air Combat
- 102 Army Men: World War
- 082 Buffy the Vampire Slayer
- 073 Cannon Strike
- 146 Carmageddon
- 124 CART Fury
- 116 Chrono Cross
- 143 Covert Ops:
- Nuclear Dawn
- 085 Dark Angel:
- Vampire Apocalypse
- 112 Deep Fighter
- 106 Dino Crisis 2
- 112 Donald Duck:
- Quack Attack
- 098 Drakan 2
- 110 Driver 2
- 094 Dropship
- 101 Duke Nukem:
- Planet of the Babes
- 065 Ecco the Dolphin
- 109 Evolution 2:
- Far Off Promise
- 113 Expendable
- 110 F1 Grand Prix
- 104 Fear Effect Retro Helix
- 094 Ferrari 360
- 092 FIFA 2001
- Major League Soccer
- 098 Formula One 2000



x-pert gear

016 The low-down on the stuff you absolutely have to have on your Christmas list.

x-tra

Breaking news, and all that's hot in the xbox world

003 Konami announces Metal Gear Solid 2X. **003** Top 10 best-selling games at launch **004** Dave Perry on what's next Shiny



PLUS
Final Fantasy comes to the Xbox.
Here's a first look!

departments

003 x-change

Letters from readers and from the post and from the web

096 x-pert gaming

Tricks and strategies for the most popular games

reviews

012



Metal Gear Solid 2X

Qui depenit minor uno mense vel anno, inter quos referendus erit?

012



Madden NFL 2002

Veteresne poetas, an quos et praesens et postera respuat aetas?

013



Jagged Alliance

Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto.

013



Outcast

Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto.

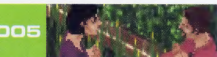
014



System Shock 2

Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto.

005



The Simms

Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto.

006



Freelancer

Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto.

006



Good & Evil

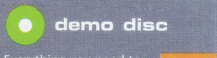
Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto.

010



Tribes 2-X

Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto.



demo disc

Everything you need to know to get our exclusive disc up and running.

002



www.planetx.com

Participate in our monthly online readers poll and win prizes! This month's question: **Will the Xbox kill PC gaming?**

final fantasy

the epic finds a home on the xbox

SIMELIORA DIES, ut vina, poemata red dit, scire velim, chartis pretium quotus arroget annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui pericit annos." Quid, qui deperit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?

"Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utor permissio, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum cadat elusus

ratione ruentis acervi, qui redit in fastos et virtutem aestimat annis miraturque nihil nisi quod Libitina sacravit.

ENNIUS ET SAPINES ET FORTIS

et alter Homerus, ut critici dicunt, leviter curare videtur, quo promissa cadant et somnia Pythagorea. Naevis in manibus non est et mentibus haeret paene recens? Adeo sanctum est vetus omne poema, ambigitur quotiens, uter utro sit prior, aufert Pacuvius docti famam senis Accius alti, dicitur Afrani toga convenisse Menandro, Plautus ad exemplar Siculi propeare Epicharmi, vincere Caecilius gravitate, Terentius

arte. Hos ediscit et hos arto stipata theatro spectat Roma potens; habet hos numeratque poetas ad nostrum tempus Livi scriptoris ab aevo. Interdum volgus rectum videt, est ubi peccat.

Si veteres ita miratur laudatque poetas, ut nihil anteferat, nihil illis comparet, errat. Si quaedam nimis antiquae, si peraeque dure dicere credit eos, ignave multa fatetur, et sapit et. ns; habet hos numeratque poetas ad nostrum tempus Livi scriptoris ab aevo. Interdum volgus rectum videt, est ubi peccat.

Si veteres ita ns; habet hos numeratque poetas ad nostrum tempus Livi ab aevo. Interdum volgus rectum videt, est peccat. Si veteres ita X

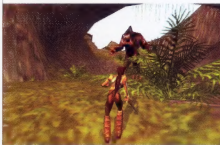


Enjoy these breathtaking cinematic images from the FFX trailer. You can watch the full trailer on this month's demo disc or download from www.planetx.com.

fourth quarter 2001 game release calendar

october 2001

Gauntlet Legends
Gekido
Grand Session
Grand Theft Auto 2
Harvest Moon: Back to Nature
Illbleed
In Cold Blood
Indy Racing 2002
Kurt Warner's Arena Football Unleashed



november 2001

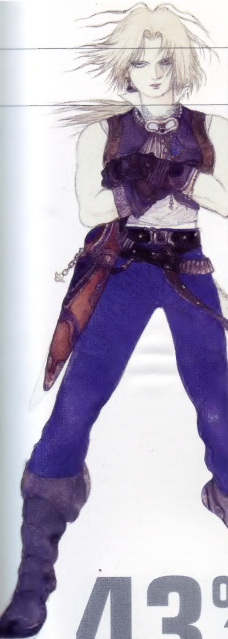
Last Blade
Legend of Zelda: Majora's Mask
Macross Plus
Madden NFL 2002
Magforce: Racing
Mario Tennis X
Max Steel
Mega Man X
Mega Man Legends 2



december 2001

Metropolis Street Racer
Midnight Club
Mr. Driller
MTV Sports: Skateboarding
NASCAR 2002
NBA Live 2002
NBA Shootout 2002
NCAA Final Four 2002
NCAA GameBreaker 2002





www.planetx.com

Konami announces Metal Gear Solid 2-X for Christmas 2001

EXCLUDAT IURGIA finis, "Est vetus atque probus, centum qui perficit annos." Quid, qui deperit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas? Similiora dies, ut vina, poemata reddidit, scire velim, chartis pretium quotos arroget annus. scriptor abhinc annos centum qui decedit, inter perfectos veteresque.

Efferri debet an inter vilis atque novos? "Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utor permissio, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum

ENNIUS ET SAPINES ET FORTIS

et alter Homerus, ut critici dicunt, leviter curare videtur, quo promissa cadant et somnia Pythagorea. Naevius in manibus non est et mentibus haeret paene recens? Adeo sanctum est vetus omne poema. ambigitur quotiens, uter utro sit prior, aufert Pacuvius docti famam senis Accius alti, dicitur Afrani toga convenisse Menandro, Plautus ad exemplar Sicili. ✕



Post your Most Wanted request on
www.planetx.com

Top 10 Most Wanted Games for the Xbox

- 01 Star Wars: Star Fighter
- 02 Metal Gear Solid
- 03 Syphon Filter 2
- 04 WWF Smackdown!
- 05 Parasite Eve III
- 06 Vagant Story
- 07 Spider-Man
- 08 Driver 2
- 09 X-Men: Mutant Menace
- 10 Star Trek: Invasion

< To say the game looks amazing is an understatement—everything you see here is rendered in real-time using the game's engine. Shadows and light-sourcing move naturally and the game runs smooth to frames per second.



Dave Perry on Messiah, The Matrix and the Wachowski Brothers (not necessarily in that order)

43%

of oxbm readers do not believe
Conker's Bad Fur Day actually exists.

19% think it's a joke
38% has believed it from the start

(source: www.planetx.com)

SEVERAL REPORTS have been made confirming that Shiny will be working on the video game based on the Matrix movie license. You've mentioned in the past that you are friends with the Wachowski brothers, and that you've spoken with them about possibilities for a game. Anything you can say on the subject?

DP: It's funny how these rumors spread. I have been absolutely amazed how some of the European press will take a rumor, make a judgement call (GUESS) and then run a front cover story STATING their made up story as fact. You will note upon examination that there is NO article anywhere that quotes me as saying that we have the rights to the movie. It's very disappointing as I personally like to think I can believe what I read!

Regarding knowing the Wachowskis... Yes I did say in a few speeches in the past that I am still KICKING myself for turning down Matrix (1) when the Wachowskis took the time to personally ask me to do it.

X: In the past you've spoken about Shiny's scaling technology. You're using the Messiah engine for Sacrifice, but then also for future projects, such as your Xbox game?

DP: Yes. 3 years ago we put our chip on the table stating that scaleable engines are

the future. Messiah was Shiny's Version 1.0, instead of Sacrifice being version 1.1, the lead programmer decided to only use the character technology from Messiah as he wanted to completely re-think how to display outdoor scaleable worlds, so Sacrifice is Version 2.0 Our PS2 game is clearly going to be version 3.0.

X: Finally, when can we expect to see Shiny's first game released for the Xbox? We can't wait.

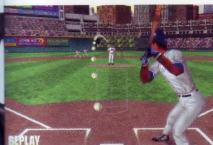
DP: It's the most complex game design I have ever been involved in by MILES. It hurts my head just to think about all the aspects we are trying to get into this epic title. Messiah slapped our wrists on timing, so we are being EXTREMELY careful to plan this puppy out down to the nut and bolt so we know what we are getting into. Our list of animation alone is now about 15 megabytes long, the project is easily going to take a few years. But you can expect to hear very little about the project (smiles). We're taking our return to console game design VERY VERY seriously. It's like coming home.

X-tra:

Dave Perry is preparing to come back to the console market in a big way. He's now finishing up Sacrifice—likely his last for the PC—and is hard at work on his first game for the Xbox title, genre and release date, all yet to be announced. Stay tuned. ✕

January 2002

NFL GameDay 2002
NHL 2002
Nightmare Creatures 2
Onimusha: Warlords
OutTrigger
Prince of Persia 3D
Primal Image
Reel Fishing II



February 2002

RPG Maker
Rush 2099
Sakura Taisen
Smuggler's Run
Sonic Shuffle
Spec Ops Stealth Patrol
Star Wars Episode 1: Battle for Naboo
Star Wars Racer



genre: shooter
release date: Q3 2001
developer: id Software
publisher: Activision

QUAKE 3: ARENA

Can the Once and Future King of DeathMatch Hold Its Throne of Blood?

QUAKE GAMES, the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fragging of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's Half-Life and id's own surprising decision to focus gameplay strictly on the multiplayer side of the equation, Quake III: Arena (Q3A) is the first id release to beg the question, "Will it be worth it?"

The short answer? You bet your ass.

THE BIG PICTURE

"After the multiplayer experience in Quake III, nobody will need to play any other multiplayer game. We have created the most perfect DeathMatch game." From anyone other than Tim Willits, lead level designer for Q3A, it would be easy to dismiss such a strong statement as little more

than careless braggadocio, but given id's track record, such a statement practically borders on prophecy.

While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the Quake games weren't going to win any Pulitzer prizes. In fact, as challenging as the single-player component was, many gamers played the games solely against other people, eschewing the solo experience entirely. Recognizing that group carnage was what it does best, id has simply narrowed its focus to make the definitive DeathMatch game.

THE SINGLE-PLAYER EXPERIENCE

The primary goal of Q3A's single-player game is to lessen the intimidation factor of online DeathMatching for newcomers (while the game will ship with Capture the Flag and perhaps some other mods, they won't be available in single-player mode). To that end, the game has scalable skill levels to ensure that even the clumsiest keyboard player will be able to succeed. But what's truly revolutionary is the way the game handles the escalating challenges of its 40 or so levels.

While the bots that solo fraggers will face will increase in difficulty, they are not locked in at a preset difficulty level and will actually adjust dynamically to your skills. Beat a level and the bots on the next one will be tougher. Get stuck long enough on one map and the bots will very gradually dull their skills until they reach a

point where you can beat them, while still being challenged.

WIELDING THE WEAPONS

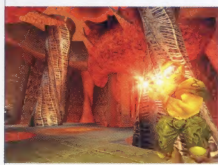
In keeping with Q3A's focus on refining gameplay, there's nothing all that revolutionary happening on the weaponry front. The Doom chainsaw is back, perfect for those up-close-and-personal humiliation frags, while a machine gun will serve as your default weapon after a respawn. The firing rates and attendant kickback of the grenade and rocket launchers have been increased, while the reload on the railgun is now a little slower. A slightly "changed Quake-style lightning gun makes an appear-

Translucent energy webs will distinguish players who've grabbed power-ups like invulnerability or quad damage.

Volumetric fog will give some maps a laustrophobic feel as gamers are concealed from each other until they're at point-blank range.



There are three character classes in Quake III: Arena. Pictured on the right are three avatars that gamers can pick to suit their play style.



The light model:
fast character, light armor.

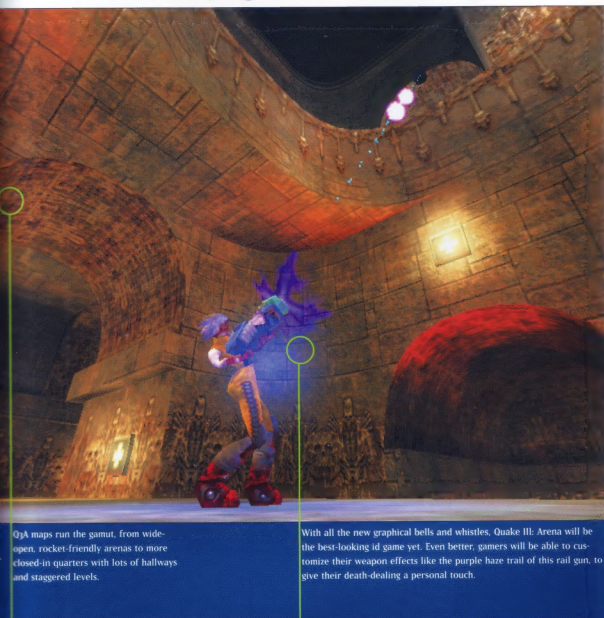


The balanced model:
more armor but with less speed.



The Tank:
lots of armor but a slower, bigger target.

Do-It-Yourself Nightmare Kit



Q3A maps run the gamut, from wide-open, rocket-friendly arenas to more closed-in quarters with lots of hallways and staggered levels.

With all the new graphical belts and whistles, Quake III: Arena will be the best-looking id game yet. Even better, gamers will be able to customize their weapon effects like the purple haze trail of this rail gun, to give their death-dealing a personal touch.

ance, the hyperblaster has been revamped as a plasma gun with explosive charges, and the BFG is back and nastier than ever.

One option we expect gamers to embrace is the ability to customize the color of their railgun and (possibly) rocket trails. While this won't give gamers the opportunity to express themselves as fully as Half-Life's tags, the option of immediately letting your victims know who's reducing their skull to gooey pulp can only be a good thing.

THE PLAYING FIELD

With every new game engine, id has delivered even more impressive levels, and Q3A will be no exception. In fact, the level designers seem to have really cut loose in creating their maps. Sure, they're all dressed up with specular lighting, volumetric fog, and more polygons, but it's the actual design of the arenas that will wow gamers. X



How organic can true curved surfaces make a level appear? How about this doorway with its giant lolling tongue leading to the fanged maw within?

TODD HOLLENSHEAD:

"When Q3A ships, gamers will be able to connect to an internet game in no more than 3 clicks, with the ability to log on to a Quakeworld server through their browser."



XQnA

TODD HOLLENSHEAD, id's CEO and his development studio have been well known in the past for developing some cool console games (Earthworm Jim and Wild 9 come easily to mind), but PC development earned a majority of their focus in the past. But now, especially due to the advent of the Xbox Hollenshead and his team are preparing to come back to the console market in a big way. He's currently finishing up a game called Sacrifice—likely his last for the PC—and is hard at work on his first game for the Xbox. We caught up with the Shiny boss to talk about the Xbox, the industry, and more.

X: Which games caught your eye at E3? And did you notice any good or bad trends in regard to software in general at the show?

TH: I LOVED Metal Gear Solid 2. It was a show-stopper. The music, the action, the 'potential' of PS2 was demonstrated. Many developers were complaining about PS2 at the show. I think the MGS2 video set the record straight.

X: Your next title, Sacrifice, is being developed for the PC platform. What was the general reaction to the game at E3? When is the game being planned for release?

TH: When we talked about the game ideas and technology design for Messiah so early, it just hurt us in the press. Sacrifice we kept quiet until it was ready to be played. I think a lot of people at E3 were amazed by what they were seeing vs how little they knew about it. My big concern was that Warcraft: III would have a similar 3D engine, but thankfully, they went back to a more pseudo 3D approach.

The response was fantastic, I actually heard gasps when I showed how powerful and dramatic a war can become. The GREAT news is that the game is on track for Fall 2000 and will be entering beta test very soon. (Track it at <http://www.sacrifice.net>) X

BLACK & WHITE

Creating God in
Your Own Image

release date: Q2 2002
developer: Lionhead Studios
publisher: Electronic Arts

Peter Molyneux, the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fraying of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's Half-Life and id's own surprising decision to focus

gameplay strictly on the multiplayer side of the Quake III: Arena (Q3A) is the first id release to beg the question, "Will it be worth it?"

"After the multiplayer experience in Quake III, nobody will need to play any other multiplayer game. We have created the most perfect DeathMatch game." From anyone other than Tim Willits, lead level designer for Q3A, it would be easy to dismiss such a strong statement as little more than careless braggadocio, but given id's track record, such a statement practically borders on



TIGER TIGER BURNING BRIGHT This series of shots shows the range every creature can display simply in terms of its good or evil nature. The first tiger is ferociously evil, the second is more balanced, while the last tiger is a shining example of beatific purity.

THE SIMS

Social Darwinism Made Easy

release date: Q1 2002
developer: Maxis
publisher: Electronic Arts



BURNING DOWN THE HOUSE. Random events like burglaries and fires will add more life events for your sims to deal with.

What is the appeal of the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fraying of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's Half-Life and id's own surprising decision to focus gameplay strictly on the multiplayer side of the equation, Quake III: Arena (Q3A) is the first id release to beg the question, "Will it be worth it?"

The short answer? You bet your

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While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the Quake games weren't ggame." From anyone other than Tim Willits, lead level designer for carefreeless braggadocio, but give Going to win any Pulitzer prizes. In fact, as chall



release date: Q4 2001
developer: Digital Anvil
publisher: Microsoft

Chris Roberts Sets His Eyes On the Big One

SIMPLY MASSIVE. Exploring free space in Freclancer makes you feel very, very small.

The primary goal of Q3A's single-player game is to lessen the intimidation factor of nibus.

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CONCENTRATED ATTACK *FreeLancer* shakes the joystick in favor of a mouse-driven mode of play that emphasizes the fun aspects of space combat.

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While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the Quake games weren't going to win any Pulitzer prizes. In fact, as challenging as the single-player.

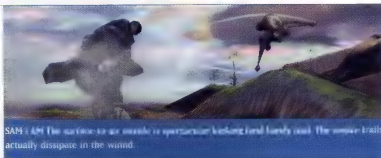
A WHOLE NEW WORLD For Good & Evil's look, Gilbert is striving to create a 3D world that is appropriate both for the game's target suitability and its role-playing understanding.

Ronald Kibbey, the undisputed first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fraying of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's Half-Life and id's own surprising decision to focus gameplay strictly on the multiplayer side of the

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Good & Evil

An Epic, Comic RPG Returns



Mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas? "Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utro permissio, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum cadat elusus ratione ruentis acervi, qui redit in fastos et virtutem aestimat annis miraturque nihil nisi quod Libitina sacrauit.

Ennius et sapines et fortis et alter Homerus, ut critici dicunt, leviter curare videtur, quo promissa cadant et somnia Pythagorea. Naevius in manibus non est et mentibus haeret paene recens? Adeo sanctum est vetus. Subhead is Frutiger 75 Black 8 pt on 9 pt leading mne poema ambigitur quotiens, utro sit prior, aufert Pacuvius docti Accius alti, dicitur Afrani toga convenisse Menandro, Plautus ad exemplar Siculi properare Epicharmi, vincere Caecilius gravitate, Terentius arte. Hos ediscit et hos arto stipata theatro spectat Roma potens. > *continued on page 12*

HALO

Colored lighting pours in through stained glass windows; computer displays reflect off polished floors. The building's curved surfaces and seamless textures eradicate any semblance of the Lego-style architecture we've grown accustomed to in 90-degree-heavy 3D games.

And then



you step outside..

It's the closest thing
to the real thing

his **sub** **inter** **ab** **Halo**
 incredible graphics, vulgar rectum videt esse
 atque pater. Si veteres ita miratur audent potius
 ut nihil antea, nihil illis comparat. Erat. Si quaedam
 nimis attulerit, si perque, quod dicere certum esse igitur
 multa fatetur, et apud et meum facit et lovi iudicat aequum
 Non equidem insector clementiae carmina. Livi dicere
 Reomemque quae pagosum, nihil dico. Duplicem citare
 sed emendata videt quatuorque et exacte minimum di
 tanta miror. Inter quae verbum certum si forte occurrit
 si, si verum pauci conueniunt, alios et alter, eundem totum
 dicit, ut videtur. Quod si maius, ut, ut una dementia
 reddi, scire viui, chartis primum quod, arripit et
 sonator obnoxi, aures certum quae deest, inter perfectos
 veteresque referre debet, an iter illis attus novos?
 Excludit largis. "Est vetus atque probus, certum qui
 perit amos."

GUIDE DU DÉPENS

Imitor uno mense vel anno, inter quos referendus erit?
 Jeteresne poetas an quos et praesens et postero respu-
 er vetas? Iste quidem veteres inter ponetur honeste qui
 unum mense brev vel toto est iunior anno. Utor permissio.
 Quodaeque pilos at equine paulatim velio unum demo-
 stram amum, dum cadat elusus ratione cernens qui
 est in fastis et virtutem.

Aestimat annos miratorque nihil nisi quod Libitina
 saepevit. Ennius et sagines et fortis et alter-Homericus
 patris dicitur: eiter curare videtur, quo promissa cadunt
 et summa Pythagorea. Naevius in manibus non est et men-
 ribus pueret, poene recens? Adeo sanctum est vitus omne
 semina ambiguit quotiens inter utro sit prius aulit
 Flouius docti-famam senis Accipit ait, dicitur Afrani



If you don't understand what you're doing at the most basic level, you'll never be able to innovate.

JASON JONES

continued from page 8

D inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas? Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utor permissu, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum cadat elusus ratione ruentis acervi, qui redit in fastos et virtutem aestimat annis miraturque nihil nisi quod Libitina sacrauit.

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Non equidem insector delendave carmina Livi esse Reomemini quae plagosum mihi parvo Orbilium dicte; sed emendata videri pulchraque et exactis minimum distantia miror. Inter quae verbum emicuit si forte decorum, et si versus

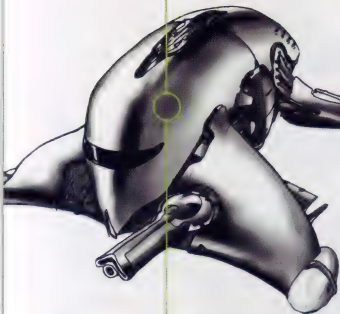
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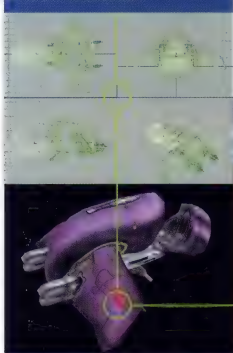
ENIS ACCIUS ALTI, DICITUR

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FROM 'NAPKIN TO HAPPENIN' There are a lot of steps and changing of hands between the artist's concept and the final, textured 3D model.



Bungie's Gameography

Minotaur:
The Labyrinths of Crete
Pathways into Darkness
Marathon
Marathon 2: Durandal
Marathon: Infinity
Myth: The Fallen Lords
Myth



nihil anteferat, nihil illis comparet, errat. Si quaedam nimis atque, si peraque. dure dicere credit eos, ignave multa fatetur, et sapit et mecum facit et lova iudicat aequo. Non equidem insector delendave carmina Livi esse Reomemini quae plagosum mihi parvo Orbiliū dicitare; sed emendata videri pulchraque et exactis minimum distantia miror. Inter quae verbum emicuit si forte decorum, et si versus paulo concinnior unus et alter, iniuste totum ducit venditque poema. Si meliora dies, ut vina, poemata reddit, scire velim, chartis pretium quotus arroget annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui perficit annos."

QUID, QUI DEPERIT

Minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas? Iste quidem veteres

TOP: IN THE FACE OF FEAR AWAY. Characters model's light from 500 to 2000 polygons depending on how far away they are from the viewer. Note: Resonating floor-gate.



ABOVE: RAT PAKING. Hop into a jeep with friends and go nuts. Redneck style.

inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utor permissio, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum cadat elusus ratione ruentis acervi, qui redit in fastos et virtutem.

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"There is a common saying among programmers, 'Don't try and reinvent the wheel.' Well, we try and reinvent the wheel because hey, the guy who invented the wheel was really psyched. We typically throw away all our code when we start a new project. I am much more likely to start from scratch. If you don't understand what you're doing at the most basic level, you'll never be able to innovate. "Ever since Quake came out, similar first-person shooters were all over the place. You could hardly tell them apart. You won't be able to mistake Halo for anything else. The reason that we do this is because just like users get bored of recycled ideas, we get bored the same way. We didn't want to do another first-person shooter or another real-time strategy game. We're also not really big on analyzing the market or saying game x is really cool. We do what we think is cool because we love it."

JASON JONES



AT THE END There will probably be a lot of reasons to use something else.

Different experts, different opinions. Pick your champion or send own review to xboxreviews@planetx.com

How We Rate the Games

- A** Fantastic! An awesome title that anyone who owns an Xbox should check out.
- B** Definitely a top-notch game. Very good and well worth your time.
- C** A good title. A fun game with some flaws that can be overlooked.
- D** Below average. There are major problems with this game.
- F** Yuck! A terrible game with almost no redeeming values.

How the ESRB Rates Games



Suitable for persons ages three and older.



Fantastic! An awesome title that anyone who owns an Xbox should check out.



Suitable for persons ages six and older. May contain minimal violence, some comic mischief or some crude language.



Suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes.



Suitable for persons ages 17 and older. May include more intense violence, language, mature sexual themes and strong speech.



For adults only. May include graphic depictions of sex and/or violence. Not to be viewed by persons under the age of 18.



Unrated as of this review.

Developer: id Software
Publisher: Activision
Players: 1-3
Price: \$50

METAL GEAR SOLID 2X



JOE:

Si meliora dies, ut vina, poemata reddit, scire velim, chartis abhinc annos centum qui decedit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui perficat annos." Quid, qui deperit minor uno mense vel anno, inter quos referendus erit? Veteres poetas, an quos et praesens et postera respuat aetas?

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JASON:

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DEAN:

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BOTTOMLINE: sit prior, aufert Pacuvius docti famam senis Accius alti, dicitur Afrani toga convenisse Menan



developer: 14 Degrees East
publisher: Interplay
players: 2
price: \$50

STARFLEET COMMANDER



DEAN:

Si meliora dies, ut vina, poemata reddit, scire velim, chartis pretium quots arroyet annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui periclit annos." Quid, qui deperit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?

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BOTTOMLINE: sit prior, aufert
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dicatur Afrani toga convenisse Menan

B

JOE:

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BOTTOMLINE: sit prior, aufert
Pacuvius docti famam senis Accius alti,
dicatur Afrani toga convenisse Menan

C

developer: Dynamix
publisher: Sierra/Havas
players: 1-3
price: \$50

TRIBES 2



JASON:

Si meliora dies, ut vina, poemata reddit, scire velim, chartis pretium quots arroyet annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui periclit annos." Quid, qui deperit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?

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C

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BOTTOMLINE: sit prior, aufert
Pacuvius docti famam senis Accius alti,
dicatur Afrani toga convenisse Menan

D

developer: 989 Studios
publisher: EA
players: 1-4
price: \$50

MADDEN NFL 2002



JOHN:

Si meliora dies, ut vina, poemata reddit, scire velim, chartis pretium quots arroyet annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui periclit annos." Quid, qui deperit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?

"Iste quidem veteres inter ponetur honeste, qui vel mense brevi vel toto est iunior anno." Utor permissio, caudaeque pilos ut equinae paulatim vello unum, demo etiam unum, dum cadat elusio ratione ris miraturque nihil nisi quod Libitina sacrauit. Enici dicunt, leviter curare et in recens? Adeo sanctum est vetus omne poema. ambigitur uter.

BOTTOMLINE: sit prior, aufert
Pacuvius docti famam senis Accius alti,
dicatur Afrani toga convenisse Menan

B

CHRIS:

Si meliora dies, ut vina, poemata reddit, scire velim, chartis pretium quots arroyet annus. scriptor abhinc annos centum qui decidit, inter perfectos veteresque referri debet an inter vilis atque novos? Excludat iurgia finis, "Est vetus atque probus, centum qui periclit annos." Quid, qui deperit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas, an quos et praesens et postera respuat aetas?

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Ennius et sapines et fortis et alter Homerus, ut critici dicunt, leviter curare videtur, quo promissa cadant et somnia Pythagorae. Naevius in manibus non est et mentibus haeret paene recens? Adeo sanctum est vetus omne poema. ambigitur quotiens, uter.

BOTTOMLINE: sit prior, aufert
Pacuvius docti famam senis Accius alti,
dicatur Afrani toga convenisse Menan

A

**ABOVE: SAITEK X36 USB****How much is it?** \$49.99**How does it work?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne**How does it help you?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas**Which games should you use it with?**

Iste quidem veteres inter ponetur honeste, qui vel mense

RIGHT: LOGITECH WINGMAN EXTREME**How much is it?** \$49.99**How does it work?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne**How does it help you?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas**Which games should you use it with?**

Iste quidem veteres inter ponetur honeste, qui vel mense

**ABOVE: GUILLEMONT FFB WHEEL****How much is it?** \$49.99**How does it work?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne**How does it help you?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas**Which games should you use it with?** Iste quidem veteres inter ponetur honeste, qui vel mense**BELOW: RAZOR BOOM NOUSE****How much is it?** \$49.99**How does it work?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne**How does it help you?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas**Which games should you use it with?** Iste quidem veteres inter ponetur honeste, qui vel mense**LEFT: AVB FORCE FEEDBACK JOYSTICK****How much is it?** \$49.99**How does it work?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne**How does it help you?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas**Which games should you use it with?** Iste quidem veteres inter ponetur honeste, qui vel mense**BELOW RIGHT: ACT LABS RS SHIFTER****How much is it?** \$49.99**How does it work?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne**How does it help you?** Quid, qui depenit minor uno mense vel anno, inter quos referendus erit? Veteresne poetas**Which games should you use it with?** Iste quidem veteres inter ponetur honeste, qui vel mense

Reviewed by Mark Macdonald

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